

A STUDY ON INNOVATIVE TEACHING METHODS FOR WOMEN MANAGEMENT AND ENGINEERING TEACHERS WITH SPECIAL REFERENCE TO NEW PEDAGOGY

D. REVATHI PANDIAN

Associate Professor, Department of Management Sciences, Velammal Engineering College, Chennai, Tamil Nadu, India

ABSTRACT

In the current scenario of the abysmal rate of placement in the country in engineering colleges, a serious thought is given to create interest in the students in learning and involve them in the process of learning fully. These methods mentioned below elicit interest in the students the interest of learning, pave way for learning the fundamental concepts thoroughly. Capabilities like Analysis and Synthesis are developed in the students. Methods like Lotus Blossom Technique train the students to break the macro problems into micro problems which can be handled easily. The students understand that while addressing the problems at the micro level the overall outcome is astounding. These methods also develop in the student's soft skills such as effective communication, presentation skills, convincing ability, team playing and leadership. The faculty members also learn to prepare materials using these methods and the same become resources in the Knowledge Resource Center of the respective college. Method of FDP: Workshop, Group Games, GD, Role Play & Outbound training.

KEYWORDS: Education, Innovative, Learning, Teaching, Workforce, Workshop, Group Games, GD, Role Play & Outbound Training

Received: Sep 19, 2018; **Accepted:** Oct 09, 2018; **Published:** Nov 10, 2018; **Paper Id.:** IJCMSDEC201803

INTRODUCTION

- E-Learning
- Blended Learning
- Case method
- Business game
- Role play simulation
- Project management simulation
- Keller plan
- Z to A approach

E-Learning

E-Learning or online learning refers to instruction and delivery of information by computers through the internet or company intranet. It includes task support, simulation training, distance learning, and learning portals.

It focuses on learning solutions that go beyond to include information and tools that improve performance.

Blended Learning

Many companies are moving to the hybrid or blended learning. Chicago based company and employed this method. This method combines online learning, face-to-face instructions.

Case Method

A case method is a teaching approach that consists in presenting the students with a case putting them in the role of a decision maker facing a problem. The case method overlaps with the case study method, but the two are not identical [5].

Business Game

Business game (also called **business simulation game**) refers to simulation games that are used as an educational tool for **teaching business**. **Business** games may be carried out for various **business** training such as general management, finance, organizational behavior, human resources, etc

Role Play Simulation

Simulation is a problem-solving activity where the student brings his own personality, experience, and opinions to the task (Livingstone, 1983). It involves discussion of a problem which is presented by the **teacher** **Role-play** is often included within the **simulation**. This allows for extended interaction between the students.

Project Management Simulation

Project management simulation is simulation used for project management training and analysis. Project management simulation is often using as the training simulation for project managers.

Training Simulation

The methodology of simulation education has gained widespread recognition within the field of healthcare as a powerful tool for reinforcing clinical knowledge, improving team communication, and teaching decision-making skills. Simulation is an educational methodology, not a technology. Simulation can be used not only to teach clinical skills but also teamwork and communication. It can also be used to standardize training, meet evidence-based guidelines, and target specific goals. There is a shift in mindset from *what* simulation can do to *how* simulation can be best used to improve patient care.

Keller Plan

The **Keller Plan** (also called The Personalized System of Instruction) is an instructional method introduced by Fred **Keller**, J. Gilmour Sherman, and several other researchers in the 1960s. This individualized learning method was oriented on the improvement of high school learning

Z to A Approach

This approach attempts to explain the application part of a particular concept first. This teacher should explain the application of a particular concept first and explain the effects of such applications.

OBJECTIVES OF THE TOPIC

- To motivate faculty members to use learner-centered teaching methods to involve students with the fullest interest, for effective learning
- Innovative methods – Cue cards, Lotus Blossom Technique, Morphological Analysis, SCAMPER technique, Case studies for engineers etc
- The innovative methods suggested will inculcate in the students the desired set of soft skills
- The teachers will also be learning to prepare *learning materials* for these stated methods and deposit in their *Knowledge Resource Centre*.

Expected Outcomes

- Thorough knowledge in the learned methods of teaching
- As an experience of “Involving” is given through workshop the FMs will practice with interest inside classrooms
- The FMs understand that the methods help the students acquire a thorough knowledge in the fundamental concepts, analytical, synthesizing, and diagnosing and problems solving skills
- The methods also develop the *personality and soft skills* in the students.
- *Learning materials* are also prepared by the FMs for specific syllabus topics and they are motivated to prepared materials for the entire syllabus and use the same.
- Knowledge resource center is established as a repository for all the materials prepared for all the methods learned

REVIEW OF LITERATURE

The focus of this chapter is to give an overview of the topic and indicate its relevance to the academic investigation, especially the research problem and research questions of this investigation. The aims, goals, research methods and procedures used in the study will be discussed in detail. The description of the study area and the explanation of the terms used in this study are also included.

The biggest challenge for any teacher is capturing each student’s attention, and conveying ideas effectively enough to create a lasting impression. As a teacher, to tackle this challenge effectively, you should implement innovative ideas that make the classroom experience much more lovable for your students. So here are 16 innovative ideas that will help you reinvent your teaching methods and make your classes more impressing

INNOVATIVE TEACHING METHODS

Any teaching method without destroying the objective could be considered as innovative methods of teaching. The researchers believe that the core objective of teaching is an innovative practice could be a pathway created to further the interest of the student and the institution. The analysis reveals some of the suggestions that the teaching community can practice in the classrooms.

Creative Teaching

Take the help of tools to stimulate creativity. Include playful games or forms of visual exercises that will excite

young minds and capture their interest.

This is a time-tested method to identify every young student's creative abilities and encourage creative contributions.

Bring aspects of creativity into all your subjects, be it mathematics, science, or history. Think of ways to develop their creative ideas.

Encourage different ideas, give them the freedom to explore

Audio & Video Tools

Incorporate audio-visual materials to supplement textbooks during your sessions. These can be models, filmstrips, movies, pictures, info graphics or other mind mapping and brain mapping tools. Such tools will help their imagination thrive and grow. These methods will not only develop their ability to listen but will also help them understand the concepts better. For example, you can get some oral history materials, conduct live online discussions or playback recordings of public lectures.

“Real-World” Learning

Infusing real-world experiences into your instructions will make teaching moments fresh, and enrich classroom learning.

Relating and demonstrating through real-life situations will make the material easy to understand and easy to learn. It will spark their interest and get the children excited and involved.

Brainstorm

Make time for brainstorming sessions in your classrooms. These sessions are a great way to get the creative juices flowing. When you have multiple brains focusing on one single idea, you are sure to get numerous ideas and will also involve everyone in the discussion. These sessions will be a great platform for students to voice their thoughts without having to worry about right or wrong. Set some ground rules before you start. You can go for simple brainstorming or group brainstorming or pair brainstorming

Classes Outside the Classroom

Some lessons are best learned, when they are taught outside of the classroom outside. Organize field trips that are relevant to the lessons or just simply take students for a walk outside of the classroom. Students will find this fresh and exciting. Without taking much effort, they will learn and remember what you teach them.

Role Play

Teaching through role -play is a great way to make children step out of their comfort zone and develop their interpersonal skills. This method comes in handy, especially when you are teaching literature, history or current events. The role-playing approach will help a student understand how the academic material will be relevant to his everyday tasks. Role-playing is most effective for students of almost any age group. You just need to customize depending on the age group. You can even use this method for teaching preschoolers. Just make sure you keep it simple enough to capture their limited attention span

Storyboard Teaching

Rudyard Kipling rightly said, “If history were taught in the form of stories, it would never be forgotten.” Storyboarding is a great way to teach any subject which requires step-by-step memorization or visualization highly-conceptual ideas. History teachers can use a storyboard to recreate a famous event. Such visually stimulating activity will ensure that even complex ideas are easily put across to students. You can also encourage the use of storyboards as a form of communication and let the students tell a story in pictures using their imagination

Stimulating Classroom Environment

A classroom environment that is well-decorated, fun, and engaging will help stimulate a student’s mind and will help think and learn better. Such a creative and stimulating environment will help them explore and will encourage them to learn about the subject. Children, especially young ones cannot be expected to sit all day and learn. An environment that positively impacts the children is beneficial for you as well.

Schools associated with Early Years Foundations Stage (EYFS) will vouch for the fact that the learning environment has a prime role in learning and development

Welcome New Ideas

An open-minded attitude can help you in innovating new teaching methods. Though you might claim to be open-minded, it is human nature to resist change. Evaluate yourself and ensure you try out new ideas in the classroom.

Think About a New Hobby

Sometimes, a hectic workload may affect your engagement in teaching. If it happens to you, it’s natural. You can take a break for couple of hours and engage in some other activity that you’re interested in. This will rejuvenate you and you can return to your work with more passion and interest.

Work Together as a Team

As everyone knows, the end result of the collaborative effort is always immense. Think about spending some quality time with your colleagues. Ask them to share their views on improving teaching methods you can see many of them come up with interesting strategies. So, collaborate and introduce innovative teaching methods.

Puzzles and Games

Learning is fun when puzzles and games are part of education. Children may not require taking conscious effort when their lessons are introduced through games. Puzzles and games help children to think creatively and face challenges.

Start School Clubs or Groups

What about starting an after-school club or group? Being a teacher you may not get enough time to work on interesting topics that you are passionate about. You can share your views and learn more from others when you have school clubs or groups.

Refer Books on Creativity

To be a creative teacher, you need to do some research on creative ideas and techniques. There are a lot of books on creativity. Choose some of the best works and start learning, it will be helpful for your professional development as

well.

Love What You Do

You can give your best only if you truly love what you do. When you are not stressed, you will be more creative and inspired. Loving your work keeps you relaxed and gives you room to experiment with new ideas.

Introduce Lessons Like a Story

Just think, why do you watch movies with much interest? You like to watch movies because there is always an interesting story to keep you engaged. Like that, Learning sessions become more interesting when you introduce it like a story. If you are creative, even math lessons can be related to interesting stories. With even the Knowledge and Human Development Authority (KHDA) emphasizing on schools to take measures for improving the quality of teaching and learning, these innovative ideas are sure to make teaching methods more effective.

RESEARCH METHODOLOGY

Exploratory research methodology is used here to analyze the data. Data was collected from multiple sources such as journals, books, and blogs to understand the teaching learning paradigm. In this paper, we have referred to previous research articles. Apart from this, we have referred to different websites and professional magazines.

CONCLUSIONS

Newer or more student -centered techniques might include group activities active learning or cooperative learning, problem-based learning, discovery- based learning, experiential learning or Non-rational forms of assessment such as portfolios and formative assessment techniques -has to educate the student. Whatever will be the teaching methodologies, they should reach the expectations of the student after completing his degree in management and the expectations of the industries and external world must be kept in mind by the faculties when they are working for management disciplines, they have totally the balance sheet of both the stakeholders and the practical world because the students of today the students of today are the brand ambassadors of tomorrow.

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